

28-30 JUNE 2023

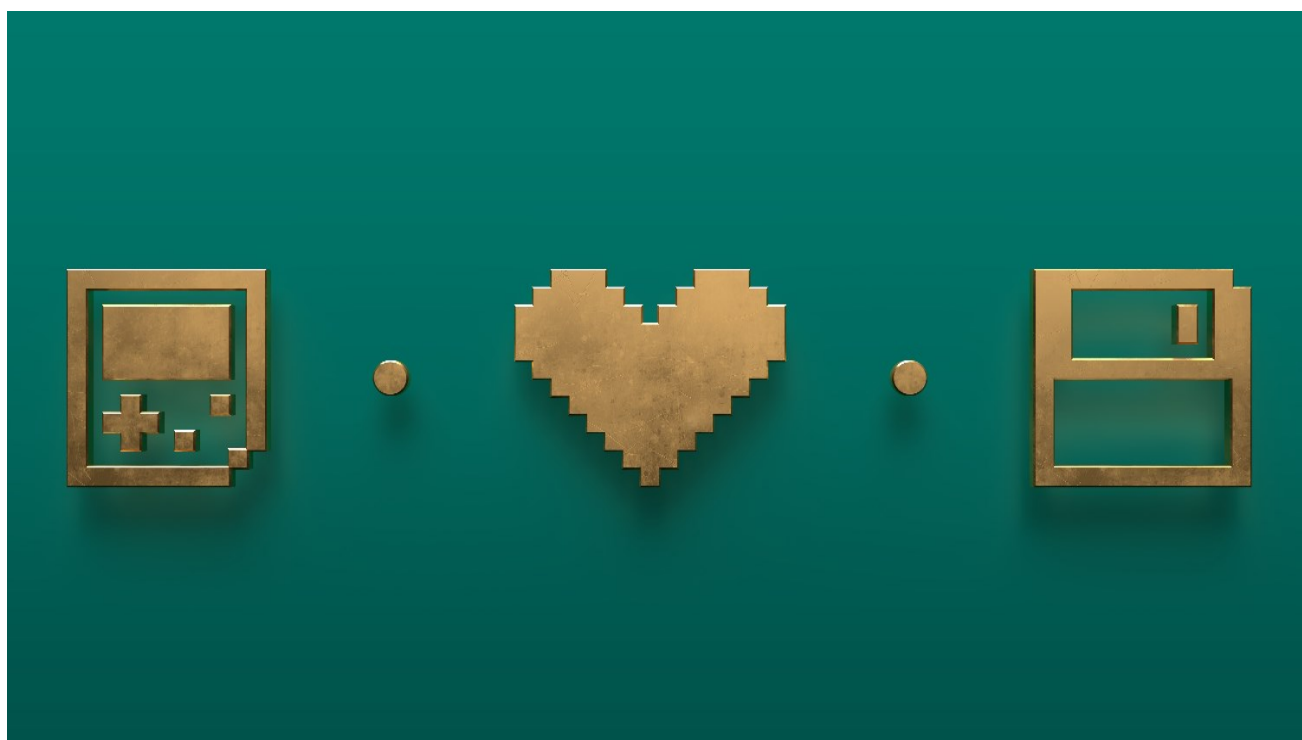
DEUTSCHES LITERATURARCHIV MARBACH

---

MARBACH  
WEIMAR  
WOLFENBÜTTEL  
FORSCHUNGS  
VERBUND

## GAMES & LITERATURE.

ON THE LITERARICITY, RESEARCH,  
COLLECTION, AND ARCHIVING OF  
COMPUTER GAMES



deutsches  
literatur  
archiv marbach

EFGAMP

digarec  
Zentrum für Computerspielforschung  
Digital Games Research Center

COMPUTER  
SPIELE  
MUSEUM

STIFTUNG  
DIGITALE  
SPIELE  
KULTUR

SPONSORED BY THE  
Federal Ministry  
of Education  
and Research

Zoom link:

<https://zoom.us/j/99162369289?pwd=RWEvT3djK21DNGVUS01mdVMwMVByQT09>

## **GAMES & LITERATURE**

### **ON THE LITERARICITY, RESEARCH, COLLECTION, AND ARCHIVING OF COMPUTER GAMES**

**VENUE:** DLA MARBACH, KILIAN-STEINER-SAAL

#### **SOCIAL MEDIA:**

 @MWWForschung & @DLAMarbach

 @MWWForschung@fedihum.org & @DLAMarbach@literature.social

### **WEDNESDAY, JUNE 28**

- 9:00 – 9:20 Greeting and introduction  
Anna Kinder, Dilan Canan Çakir, Roland S. Kamzelak (all DLA)
- 9:20 – 9:30 The Games Collection at the DLA  
Andreas Kozlik (DLA)
- 9:30 – 9:50 From objects to processes. How cultural policies keep up with the digital turn  
Andreas Lange (Berlin, Germany)

#### **CHAIR: KAI UWE PETER (DLA)**

- 9:50 – 10:50 Keynote: "I was the person who wasn't there:" Reader orientation and empathy in VR fiction  
Astrid Ensslin (Regensburg, Germany)
- 10:50 – 11:20 *Break*

### **I. NARRATION, STORYTELLING, POETICS**

#### **CHAIR: SEBASTIAN MÖRING (POTSDAM, GERMANY)**

- 11:20 – 12:50 Is there a "Procedural Poetics"? A critical reflection on the poetics of digital games  
Hans-Joachim Backe (Copenhagen, Denmark)
- Speaking entire worlds into existence. Generative AI as (Co?-)Author(?) in Game Development  
Stefan Köhler (Hildesheim, Germany) (online)
- Storyplaying India: The Ludic Literary in Non-western Narrative Traditions  
Souvik Mukherjee (Kolkata, India)
- 12:50 – 14:30 *Break*

### **II. GAMING LITERACY, ANALYZING AND STUDYING GAMES**

#### **CHAIR: EUGEN PFISTER (BERN, SWITZERLAND)**

- 14:30 – 16:00 Distant Playing through 'Video' Games? On the Potential of Digital Film Studies Methods for  
Analyzing Games as Let's Play Videos.  
Manuel Burghardt (Leipzig, Germany)
- Programming the Surface. A Poetological Reading of Colossal Cave Adventure  
Mário Gomes (Concepción, Chile)
- How to Read a Game?  
Game Literacy in the Distortion Mirror of Participatory Culture  
Hanns Christian Schmidt (Cologne, Germany)
- 16:00 – 16:30 *Break*

### III. LITERATURE IN GAMES, STORYTELLING

CHAIR: REBECCA STURM (DLA)

16:30 – 18:00 Record and (Re)play: Reading, Writing, and Documentation in Video Games  
Kübra Aksay (Freiburg im Breisgau, Germany)

Popping up Everywhere: On the Re-Mediatization of Movable Books in Games  
Christian A. Bachmann (Berlin, Germany)

Narrating the Civilian Urban Experience in the State of Exception: Games vs. Literary Texts  
Anna Seidel (Berlin, Germany)

18:00 – 18:30 *Break*

18:30 – 19:30 Border, Mirror, Projector: Semiotics of the Screen in French-Belgian Computer Novels  
Bruno Dupont (Leuven, Belgium), Hélène Sellier (Labège, France)

Storytelling – Text – Code. Narrative techniques in computer games / Analyzing videogames as aesthetic experience  
Lykke Guanio-Uluru (Bergen, Norway) (online)

### THURSDAY, JUNE 29

#### IV. ARCHIVING GAMES

CHAIR: MATTHIAS OBORSKI (BERLIN, GERMANY)

9:30 – 10:30 Keynote: Considerations for Archiving Games. From the Perspective of Game Design  
René Bauer, Beat Suter (both Zurich, Switzerland)

10:30 – 10:50 Providing and Preserving Games at the DLA  
Alex Holz, Heinz Kramski (both DLA)

10:50 – 11:20 *Break*

11:20 – 12:20 Save the Trees! Or: The importance of preserving the process  
Csongor Baranyai (Berlin, Germany)

Cataloging Steam and all Digital Games using MARC: a case study using VR Programming  
Joy DuBose (Mississippi, USA) (online)

12:20 – 14:30 *Break*

CHAIR: MADELEINE BROOK (DLA)

14:30 – 16:30 “We Got Game?” Creating a Research-grade Video Game Catalog and Archive  
Pawel Frelik (Warsaw, Poland)

Lean Forward, Player One: Literaricity of Immersive Experience for the Categorization of Computer Games  
Cem Kiliçarslan (Ankara, Turkey)

Archiving the Experience: Emulators and Constellated Archiving  
Gyoonho Kong (Princeton, USA)

Archiving by contextuality: the example of “Wing Commander”  
Tobias Wildi (Chur, Switzerland)

16:30 – 17:00 *Break*

## V. LITERATURE ADAPTATIONS/INTERTEXTUALITY

CHAIR: DÎLAN CANAN ÇAKIR (DLA)

- 17:00 – 18:00 Intertextuality, Intermediality, and Intermateriality:  
A Sketch of the Interrelations between Chinese Cultivation Games and Literature  
Yu Hao (Hong Kong, China) (online), Jiadong Qiang (London, UK) (online)
- From fantasy classic to vernacular videogame:  
LORD as a participatory adaptation of Tolkien's legendarium  
Niklas Nylund (Tampere, Finland)
- 18:00 – 19:30 *Break with buffet at the DLA*
- 19:30 – 21:00 Games Quartet: "Forking Paths. Narration in Games"  
Lena Falkenhagen (Hamburg, Germany), Sonia Fizek (Cologne, Germany), Tracy Fullerton  
(Los Angeles, USA) (online), Sebastian Möring (Potsdam, Germany),  
**Venue: Humboldt-Saal, DLA Marbach**
- 21:00 *Hang out and Buffet at the Schiller Museum, Marbach*

## FRIDAY, JUNE 30

## VI. COLLECTING, ARCHIVING, ACCESSIBILITY

CHAIR: ANDREAS LANGE (BERLIN, GERMANY)

- 9:00 – 10:30 Why we thought it was a good idea to build a DACH games database  
Adrian Demleitner, Eugen Pfister (both Bern, Switzerland)
- Exhibiting Video Games  
Benjamin Beil (Cologne, Germany)
- Retro-Romanticism or Preservation of Cultural Memory? Forms and Significance of Archiving  
and Providing Access to Old Computer Games  
Mario Donick (Magdeburg, Germany)
- 10:30 – 11:00 *Break*
- 11:00 – 12:30 Literary Learning with Video Game Narratives? An Explorative Case Study on the Specific  
Potential of Interactive Storytelling for Literature Education  
Stefan Emmersberger (Augsburg, Germany)(online)
- Accessible for all: Accessibility, Equity, Diversity, and Inclusion (EDI) in Gaming Library  
Collections and Programs  
Michelle Goodridge (Waterloo, Canada)
- Video Games as an Archive for Intangible Cultural Heritage  
Vera Piontkowitz (Leipzig, Germany)
- 12:30– 14:00 *Break*

CHAIR: DÎLAN CANAN ÇAKIR (DLA)

- 14:00 – 15:00 Closing Keynote: Game or Novel? – Reading and Playing Massively Singleplayer Games.  
Espen Aarseth (Copenhagen, Denmark)
- 15:15 - 16:15 Museum tour

### **CONCEPT:**

Dilan Canan Çakir, Anna Kinder (both DLA)

### **COOPERATION:**

Andreas Lange (European Federation of Game Archives, Museums and Preservation Projects EFGAMP e.V.)

Sebastian Möring (DIGAREC - Digital Games Research Center of the University of Potsdam)

Matthias Oborski (Computer Games Museum Berlin)

Çiğdem Uzunoglu (Foundation for Digital Games Culture)

### **ORGANIZATION:**

Marie Limbourg, Birgit Wollgarten (both DLA)

### **CONTACT:**

Please send questions and registration for on-site participation by e-mail to:

Birgit Wollgarten: [forschung@dla-marbach.de](mailto:forschung@dla-marbach.de) - +49/ (0)7144 - 848 - 175